1607/527.

A SHORT

TREATISE

On the GAME of

WHIST.

CONTAINING

The LAWS of the GAME:

AND ALSO

Some RULES, whereby a Beginner may, with due Attention to them, attain to the Playing it well.

CALCULATIONS for thoſe who will bet the Odds on any Points of the Score of the Game then playing and depending.

CASES ſtated, to ſhew what may be effected by a very good Player in critical Parts of the Game.

REFERENCES to CASES, viz. at the End of the Rule, you are directed how to find them.

CALCULATIONS, directing with moral Certainty, how to play well any Hand or Game, by ſhewing the Chances of your Partner's having 1, 2, or 3 certain Cards.

With Variety of CASES added in the Appendix.

By EDMOND HOYLE, *Gent.*

The FOURTEENTH EDITION with great ADDITIONS

To the Laws of the Game, and an Explanation of the Calculations which are neceſſary to be underſtood by thoſe who would play it well.

And alſo,

A DICTIONARY for WHIST, *which reſolves almoſt all the critical Caſes that may happen at the Game.*

To which is added,

An ARTIFICIAL MEMORY;

Or, an eaſy Method of aſſiſting the Memory of thoſe that play at the GAME of WHIST.

And ſeveral CASES, not hitherto publiſhed.

To this Edition are alſo added,

A whole Chapter of Thirteen new Caſes, never publiſh'd before.

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A SHORT

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TREATISE

On the GAME of

WHIST.

THE Author of this Treatiſe did promiſe, if it met with Approbation, to make an Addition to it by way of APPENDIX, which he has done accordingly.

It is neceſſary to premiſe, that thoſe, who intend to read this Treatiſe, are deſired to peruſe the following Calculations; and they need only charge their Memories with thoſe that are marked with a *N. B.* upon which the whole Reaſoning of this Treatiſe depends.

CALCULATIONS, *directing with moral Certainty, how to play well any Hand or Game, by ſhewing the Chances of your Partner's having* 1, 2, *or* 3 *certain Cards,*

For EXAMPLE.

I WOU'D know what is the Chance of his having one certain Card.

Anſwer.	againſt him	for him
That he has it not, is *N. B.*	2 to	1

II. I would know what is the Chance of his having two certain Cards?

Anſwer.

		againſt him	for him
That he has one of them only,	is	31 to	26
That he has not both of them,		17	2
But that he has 1 or both is about 5 to 4, or *N. B.*		25	32

III. I would alſo know, what are the Chances of his having 3 certain Cards?

Anſwer.

	for him	againſt him
That he holds one of them only, is 325 for him, to 378 againſt him, or about	6 to	7
That he has not 2 of them only, is 156 for him, to 547 againſt him, or about	2	7
That he has not all 3 of them, is 22 for him, to 681 againſt him, or about	1	31
	for him	againſt him
But that he has 1 or 2 of them, is 481 for him, to 222 againſt him, or about	13	6
And that he has 1, 2, or all 3 of them, is about *N. B.*	5	2

An Explanation and Application of the Calculations, neceſſary to be underſtood by thoſe who are to read this Treatiſe.

Firſt CALCULATION.

IT is 2 to 1 that my Partner has not one certain Card.

To apply this Calculation, let us ſuppoſe the right-hand Adverſary leads a Suit, of which you have the King, and one ſmall Card only, you may obſerve that it is 2 to 1 by putting on your King, that the left-hand Adverſary cannot win it.

A gain

Again, let us ſuppoſe that you have the King, and three ſmall Cards of any Suit, likewiſe the Queen, and three ſmall Cards of any Suit, I would know which is the beſt Suit to lead from; *Anſwer*, from the King, becauſe it is 2 to 1 that the Ace does not lye behind you; but it is 5 to 4 that the Ace or King of any Suit, lies behind you, and conſequently, by leading from your Queen-ſuit, you play to a Diſadvantage.

2*d*. CALCULATION. It is 5 to 4 at leaſt that your Partner has 1 Card out of any 2 certain Cards; the like Odds is in favour of your right-hand and left-hand Adverſaries; therefore, ſuppoſe you have 2 Honours in any Suit, and knowing it is 5 to 4 that your Partner holds one of the other 2 Honours, you do by this Knowledge, play your Game to a greater Degree of Certainty.

Again, let us ſuppoſe that you have the Queen and 1. ſmall Card in any Suit only, and that your right hand Adverſary leads that Suit, if you put on your Queen, it is 5 to 4 that your left-hand Adverſary can win it, and therefore you play 5 to 4 to your Diſadvantage.

3*d*. CALCULATION. It is 5 to 2 that your Partner has 1 Card out of any 3 certain Cards.

Therefore, ſuppoſe you have the Knave and 1 ſmall Card dealt you, and that your right-hand Adverſary leads from that Suit, if you put on the Knave, it is 5 to 2 that your left-hand Adverſary has either Ace, King, or Queen of the Suit led, and therefore you play 5 to 2 againſt yourſelf; beſides, there is a further Conſideration, by making a Diſcovery to your right-hand Adverſary, he fineſſes upon your Partner throughout that whole Suit.

And in order to explain the Neceſſity there is, of putting the loweſt of Sequences in all the Suits led, let us ſuppoſe that your Adverſary led a Suit, of which you have King, Queen, and Knave, or

Queen, Knave, and Ten; by putting on your Knave of the Suit of which you have King, Queen, and Knave, it gives your Partner an Opportunity of calculating the Odds for and againſt him in that Suit, and alſo in all inferior Suits of which you have Sequences.

A farther Uſe to be made of the foregoing Calculation, let us ſuppoſe, that you have the Ace, King, and 2 ſmall Trumps, with a Quint-major or 5 other winning Cards in your Hand in any Suit, and that you have played Trumps two Rounds, and that each Perſon followed Trumps; in this Caſe, there are 8 Trumps out, and 2 Trumps remaining in your Hand, which make 10, and 3 Trumps which are divided between the remaining 3 Players, of which 3 Trumps the Odds is 5 to 2 in your Favour that your Partner has 1; and therefore out of 7 Cards in your Hand, you are intitled to win 5 Tricks.

Some COMPUTATIONS *for laying of your Money at the Game of* WHIST.

With the DEAL.

The Deal	- -	is 21	to 20
1 Love	- - - -	11	10
2	- - - - -	5	4
3	- - - - -	3	2
4	- - - - -	7	4
5 is 2 to 1 of the Game, and 1 of the Lurch		2	1
6	- - - -	5	2
7	- - - - -	7	2
8	- - - - -	5	1
9 is about	- - - -	9	2

With

With the DEAL.

| | | |

With the DEAL.

| | | |

play the higheſt) in order to get the Ace or King out of your Partner's or Adverſary's Hand, by which means you make Room for your Suit.

II.

If you have 5 of the ſmalleſt Trumps, and not one good Card in the other Suits, trump out, which will have this good Conſequence at leaſt, to make your Partner the laſt Player, and by that Means gives him the Tenace.

III.

If you have 2 ſmall Trumps only, with Ace and King of two other Suits, and a Deficiency of the fourth Suit, make as many Tricks as you can immediately; and if your Partner refuſes either of your Suits, do not force him, becauſe that may weaken his Game too much.

IV.

You need ſeldom return your Partner's Lead, if you have good Suits of your own to Play, unleſs it be to endeavour to ſave or win a Game: What is meant by good Suits, is in caſe you ſhall have Sequences of King, Queen, and Knave, or Queen, Knave, and Ten.

V.

If you have each 5 Tricks, and you are aſſured of getting 2 Tricks, in your own Hand, do not fail winning them, in Expectation of ſcoring 2 that Deal; becauſe, if you loſe the odd Trick, it makes 2 difference, and you play 2 to 1 againſt yourſelf.

An Exception to the foregoing Rule is, when you ſee a Probability either of ſaving your Lurch or winning the Game, in either of which Caſes you are to riſk the odd Trick.

VI.

When you have a Probability of winning the Game, always riſk a Trick or two, becauſe the Share of the Stake, which your Adverſary has by

a new Deal, will amount to more than the Point or two which you riſk by that Deal.

The foregoing Caſe refers to Chap. VI. Caſe 1, 2, 3, 4, 5, 6.

VII.

If your Adverſary is 6 or 7 Love, and you are to lead, your Buſineſs in that Caſe is to riſk a Trick or two, in hopes of putting your Game upon an Equality; therefore, admitting you have the Queen or Knave, and 1 other Trump, and no good Cards in other Suits, play out your Queen or Knave of Trumps, by which Means you will ſtrengthen your Partner's Game, if he is ſtrong in Trumps; if he is weak, you do him no Injury.

VIII.

If you are 4 of the Game, you muſt play for an odd Trick, becauſe it ſaves one half of the Stake which you play for; and, in order to win the odd Trick, tho' you are pretty ſtrong in Trumps, be cautious how you trump out. What is meant by Strength in Trumps, is, in caſe you ſhould have 1 Honour and 3 Trumps.

IX.

If you are 9 of the Game, and tho' very ſtrong in Trumps, if you obſerve your Partner to have a Chance of trumping any of your Adverſary's Suits; in that Caſe do not trump out, but give him an Opportunity of trumping thoſe Suits. If your Game is ſcored 1, 2, or 3, you muſt play the Reverſe; and alſo at 5, 6, or 7; becauſe in theſe two laſt recited Caſes you play for more than 1 Point.

X.

If you are laſt Player, and find that the third Hand cannot put on a good Card to his Partner's Lead, admitting you have no good Game of your own to play, return the Lead upon the Adverſary,

ſary, which gives your Partner the Tenace in that Suit, and often obliges the Adverſary to change Suits, and conſequently gains the Tenace in that new Suit alſo.

XI.

If you have Ace, King, and four ſmall Trumps, begin with a ſmall one; becauſe it is an equal Wager that your Partner has a better Trump than the laſt Player; if ſo, you have three Rounds of Trumps; if not, you cannot fetch out all the Trumps.

XII.

If you have Ace, King, Knave, and three ſmall Trumps, begin with the King, and then play the Ace, (except one of the Adverſaries refuſes Trumps) becauſe the Odds is in your favour, that the Queen falls.

XIII.

If you have King, Queen, and four ſmall Trumps, begin with a ſmall one, becauſe the Odds is on your Side that your Partner has an Honour.

XIV.

If you have King, Queen, Ten and three ſmall Trumps, begin with the King, becauſe you have a fair Chance that the Knave falls in the ſecond Round, or you may wait to fineſs your Ten upon the Return of Trumps from your Partner.

Refers to Chap. VII. Caſe 1, 2, 3.

XV.

If you have Queen, Knave, and four ſmall Trumps, begin with a ſmall one, becauſe the Odds is in your favour that your Partner has an Honour.

XVI.

If you have Queen, Knave, Nine, and three ſmall Trumps, begin with the Queen, becauſe you have a fair Chance that the Ten falls in the ſecond Round; or you may wait to fineſs the Nine.

Refers to Chap. VII. Caſe 1, 2, 3.

XVI.

XVII.

If you have Knave, Ten, and four ſmall Trumps, begin with a ſmall one, for the Reaſons aſſigned in N°. 15.

XVIII.

If you have Knave, Ten, Eight, and three ſmall Trumps, begin with the Knave, in order to prevent the Nine from making a Trick, and the Odds is in your favour that the three Honours fall in two Rounds.

XIX.

If you have ſix Trumps of a lower Denomination, you are to begin with the loweſt, unleſs you ſhould have Ten, Nine, and Eight, and an Honour turns up againſt you; in that Caſe, if you are to play through the Honour, begin with the Ten, which obliges the Adverſary to play his Honour to his Diſadvantage, or leave it in your Partner's Option whether he will paſs it or not.

XX.

If you have Ace, King, and three ſmall Trumps, begin with a ſmall one, for the Reaſons aſſigned in N°. 15.

XXI.

If you have Ace, King, and Knave, and two ſmall Trumps, begin with the King, which, next to a moral Certainty, informs your Partner that you have Ace and Knave remaining; and, by putting the Lead into your Partner's Hand, he plays you a Trump, upon which you are to fineſs the Knave, and no ill Conſequence can attend ſuch Play, except the Queen lies behind you ſingle.

Refers to Chap. VII. Caſe 1, 2, 3.

XXII.

If you have King, Queen, and three ſmall Trumps, begin with a ſmall one, for the aſſigned Reaſons in N°. 15.

XXIII.

XXIII.

If you have King, Queen, Ten, and two ſmall Trumps, begin with the King, for the Reaſons aſſigned in N°. 21.

XXIV.

If you have Queen, Knave, and three ſmall Trumps, begin with a ſmall one, for the Reaſons aſſigned in N°. 15.

XXV.

If you have Queen, Knave, Nine, and two ſmall Trumps, begin with the Queen, for the Reaſons aſſigned in N°. 16.

XXVI.

If you have Knave, Ten, and three ſmall Trumps, begin with a ſmall one, for the Reaſons aſſigned in N°. 15.

XXVII.

If you have Knave, Ten, Eight, and two ſmall Trumps, begin with the Knave, becauſe in two Rounds of Trumps it is Odds but that the Nine falls; or, upon the Return of Trumps from your Partner, you may fineſs the Eight.

XXVIII.

If you have five Trumps of a lower Denomination, it is the beſt Play to begin with the loweſt, unleſs you have a Sequence of Ten, Nine, and Eight; in that Caſe, begin with the higheſt of the Sequence.

XXIX.

If you have Ace, King, and two ſmall Trumps, begin with a ſmall one, for the Reaſons aſſigned in N°. 15.

XXX.

If you have Ace, King, Knave, and one ſmall Trump, begin with the King, for the Reaſons aſſigned in N°. 21.

XXXI.

XXXI.

If you have King, Queen, and two ſmall Trumps, begin with a ſmall one, for the Reaſons aſſigned in N°. 15.

XXXII.

If you have King, Queen, Ten, and one ſmall Trump, begin with the King, and wait for the Return of Trumps from your Partner, when you are to fineſs your Ten, in order to win the Knave.

XXXIII.

If you have Queen, Knave, Nine, and one ſmall Trump, begin with the Queen, in order to prevent the Ten from making a Trick.

XXXIV.

If you have Knave, Ten, and two ſmall Trumps, begin with a ſmall one, for the Reaſons aſſigned in N°. 15.

XXXV.

If you have Knave, Ten, Eight, and one ſmall Trump, begin with the Knave, in order to prevent the Nine from making a Trick.

XXXVI.

If you have Ten, Nine, Eight, and one ſmall Trump, begin with the Ten, which leaves it in your Partner's Diſcretion, whether he will paſs or not.

XXXVII.

If you have Ten and three ſmall Trumps, begin with a ſmall one.

CHAP. II.

Some PARTICULAR RULES *to be obſerved.*

I.

IF you have Ace, King, and four ſmall Trumps, with a good Suit, you muſt play three Rounds of

of Trumps, otherwiſe you may have your ſtrong Suit trumped.

II.

If you have King, Queen, and four ſmall Trumps, with a good Suit, trump out with the King, becauſe when you have the Lead again, you will have three Rounds of Trumps.

III.

If you have King, Queen, Ten, and three ſmall Trumps, with a good Suit, trump out with the King, in Expectation of the Knave's falling at the ſecond Round; and do not wait to fineſs the Ten, for fear your ſtrong Suit ſhould be trumped.

IV.

If you have Queen, Knave, and three ſmall Trumps, with a good Suit, trump out with a ſmall one.

V.

If you have Queen, Knave, Nine, and two ſmall Trumps, with a good Suit, trump out with the Queen, in Expectation of the Ten's falling at the ſecond Round; and do not wait to fineſs the Nine, but trump out a ſecond time for the Reaſons aſſigned in Caſe III. in this Chapter.

VI.

If you have Knave, Ten, and three ſmall Trumps, with a good Suit, trump out with a ſmall one.

VII.

If you have Knave, Ten, Eight, and two ſmall Trumps, with a good Suit, trump out with the Knave, in Expectation of the Nine's falling at the ſecond Round.

VIII.

If you have Ten, Nine, Eight, and one ſmall Trump, with a good Suit, trump out with the Ten.

CHAP.

CHAP. III.

PARTICULAR GAMES, *and the Manner in which they are to be played, after a Learner has made ſome Progreſs in the Game.*

SUPPOSE you are elder Hand, and that your Game conſiſts of King, Queen, and Knave, of one Suit, Ace, King, Queen, and two ſmall Cards of another Suit, King and Queen of the third Suit, and three ſmall Trumps: *Query*, How is this Hand to be played? You are to begin with the Ace of your beſt Suit (or a Trump) which informs your Partner that you have the Command of that Suit; but you are not to proceed with the King of the ſame Suit, but you muſt play a Trump next; and if you find your Partner has no Strength to ſupport you in Trumps, and that your Adverſary plays to your weak Suit, *viz.* the King and Queen only, in that Caſe play the King of the Suit which belongs to the beſt Suit; and if you obſerve a Probability of either your Adverſaries being likely to trump that Suit, proceed then and play the King of the Suit of which you have King, Queen, and Knave. If it ſhould ſo happen, that your Adverſaries do not play to your weakeſt Suit, in that Caſe, tho' apparently your Partner can give you no Aſſiſtance in Trumps, purſue your Scheme of trumping out as often as the Lead comes into your Hand: by which Means, ſuppoſing your Partner to have but two Trumps, and that your Adverſaries have four each, by three Rounds of Trumps, there remain only two Trumps againſt you.

II.

Elder Hand.

Suppoſe you have Ace, King, Queen, and one ſmall Trump, with a Sequence from the King of five in another Suit, with four other Cards of no Value. Begin with the Queen of Trumps, and purſue the Lead with the Ace, which demonſtrates to your Partner that you have the King: And as it would be bad Play to purſue Trumps the third Round, till you have firſt gained the Command of your great Suit, by ſtopping thus, it likewiſe informs your Partner that you have the King and one Trump only remaining; becauſe, if you had Ace, King, Queen, and two Trumps more, and Trumps went round twice, you could receive no Damage by playing the King the third Round. When you lead your Sequence, begin with the loweſt, becauſe if your Partner has the Ace, he plays it, which makes room for your Suit. And ſince you have let your Partner into the State of your Game, as ſoon as he has the Lead, if he has a Trump or two remaining, he will play Trumps to you, with a moral Certainty that your King clears your Adverſaries Hands of all their Trumps.

III.

Second Player.

Suppoſe you have Ace, King, and two ſmall Trumps, with a Quint-Major of another Suit; in the third Suit you have three ſmall Cards, and in the fourth Suit one. Your Adverſary on your right-hand begins with playing the Ace of your weak Suit, and then proceeds to play the King: In that Caſe, do not trump it, but throw away a loſing Card, and if he proceeds to play the Queen, throw away another loſing Card; and do the like the fourth Time, in hopes your Partner may trump it, who will in that Caſe play a Trump,

Trump, or will play to your ſtrong Suit: If Trumps are played, go on with them two Rounds, and then proceed to play your ſtrong Suit, by which Means, if there happen to be four Trumps in one of your Adverſary's Hands, and two in the other, which is nearly the Caſe, your Partner being intitled to have three Trumps out of the nine, conſequently there remain only ſix Trumps between the Adverſaries; your ſtrong Suit forces their beſt Trumps, and you have a Probability of making the odd Trick in your own Hand only; whereas if you had trumped one of your Adverſaries beſt Cards, you had ſo weakened your Hand, as probably not to make more than five Tricks without your Partner's Help.

IV.

Suppoſe you have Ace, Queen, and three ſmall Trumps; Ace, Queen, Ten, and Nine of another Suit; with two ſmall Cards of each of the other Suits: Your Partner leads to your Ace, Knave, Ten, and Nine; and as this Game requires rather to deceive your Adverſaries, than to inform your Partner, put up the Nine, which naturally leads the Adverſary to play Trumps, if he wins that Card. As ſoon as Trumps are played to you, return them upon your Adverſary, keeping the Command in your own Hand. If your Adverſary who led Trumps to you, puts up a Trump which your Partner cannot win, if he has no good Suit of his own to play, he will return your Partner's Lead, imagining that Suit lies between his Partner and yours; if this Fineſs of yours ſhould ſucceed, you will be a great Gainer by it, but ſcarcely poſſible to be a Loſer.

V.

Suppoſe you have Ace, King, and three ſmall Trumps, with a Quart from a King, and two ſmall Cards of another Suit, and one ſmall Card to

to each of the other Suits; your Adverſary leads a Suit of which your Partner has a Quart-Major; your Partner puts up the Knave, and then proceeds to play the Ace: You refuſe to that Suit by playing your looſe Card; when your Partner plays the King, your Right-hand Adverſary trumps it, ſuppoſe with the Knave or Ten, do not over-trump him, which may probably loſe you two or three Tricks by weakening of your Hand: But if he leads to the Suit of which you have none, trump it, and then play the loweſt of your Sequence, in order to get the Ace either out of your Partner's or Adverſaries Hand; which accompliſhed, as ſoon as you get the Lead, play two Rounds of Trumps, and then proceed to play your ſtrong Suit. Inſtead of your Adverſaries playing to your weak Suit, if he ſhould play Trumps, do you go on with them two Rounds, and then proceed to get the Command of your ſtrong Suit, but you will ſeldom find this laſt Method practiſed, except by moderate Players.

CHAP. IV.

Games to be played with certain Obſervations whereby you are aſſured that your Partner has no more of the Suit played either by yourſelf or him.

I. *Firſt Example.*

SUPPOSE you lead from Queen, Ten, Nine, and two ſmall Cards of any Suit; the ſecond Hand puts on the Knave, your Partner plays the Eight; in this Caſe, you having Queen, Ten, and Nine, it is a Demonſtration, if he plays well, that he can have no more of that Suit. Therefore, by

that Diſcovery, you may play your Game accordingly, either by forcing him to trump that Suit if you are ſtrong in Trumps, or by playing ſome other Suit.

II. *Second Example.*

Suppoſe you have King, Queen, and Ten of a Suit, and you lead your King, your Partner plays the Knave, this demonſtrates he has no more of that Suit.

III. *Third Example, which varies from the two former.*

Suppoſe you have King, Queen, and many more of a Suit, and you begin with the King, in ſome Caſes it is good Play in a Partner, when he has the Ace and one ſmall Card in that Suit only, to win his Partner's King with his Ace, for ſuppoſe he is very ſtrong in Trumps, by taking his Partner's King with the Ace, he trumps out, and after he has cleared the Board of Trumps, he return's his Partner's Lead, and having parted with the Ace of that Suit, he has made room for his Partner to make that whole Suit, which poſſibly could not have been done if he had kept the Command in his Hand.

And ſuppoſing his Partner has no other good Card in his Hand beſides that Suit, he loſes nothing by the Ace's taking of his King; but if it ſhould ſo happen that he has a good Card to bring in that Suit, he gains all the Tricks which he makes in that Suit, by this Method of Play; and as your Partner has taken your King with the Ace, and trumps out upon it, you have Reaſon to judge he has one of that Suit to return you, therefore do not throw away any of that Suit, even to keep a King or Queen guarded.

CHAP.

CHAP. V.

Particular Games *both to endeavour to deceive and diſtreſs your Adverſaries, and to demonſtrate your Game to your Partner.*

I. *Firſt Example*

SUPPOSE I play the Ace of a Suit of which I have Ace, King, and three ſmall ones; the laſt Player does not chuſe to trump it, having none of the Suit; if I am not ſtrong enough in Trumps, I muſt not play out the King, but keep the Command of that Suit in my Hand by playing of a ſmall one, which I muſt do in order to weaken his Game.

II. *Second Example.*

If a Suit is lead of which I have none, and a moral Certainty that my Partner has not the beſt of that Suit, in order to deceive the Adverſary I throw away my ſtrong Suit; but to clear up Doubts to my Partner, when he has the Lead I throw away my weak Suit. This Method of Play will generally ſucceed, unleſs you play with very good Players, and even with them, you will oftner gain than loſe by this Method of Play.

CHAP. VI.

Particular Games *to be played, by which you run the Riſk of loſing one Trick only to gain three.*

I. *Firſt Example.*

SUPPOSE Clubs to be Trumps, a Heart is played by your Adverſary; your Partner having

ing none of that Suit, throws away a Spade; you are then to judge his Hand is compoſed of Trumps and Diamonds; and ſuppoſe you win that Trick, and being too weak in Trumps, you dare not force him; and ſuppoſe you ſhall have King, Knave, and one ſmall Diamond; and further ſuppoſe your Partner to have Queen and five Diamonds; in that Caſe, by throwing out your King in your firſt Lead, and your Knave in your ſecond, your Partner and you may win five Tricks in that Suit; whereas if you had led a ſmall Diamond, and your Partner's Queen having been won with the Ace, the King and Knave remaining in your Hand, obſtructs his Suit: And tho' he may have the long Trump, yet, by playing a ſmall Diamond, and his long Trump having been forced out of his Hand, you loſe by this Method of Play three Tricks in that Deal.

II. *Second Example.*

Suppoſe in the like Caſe of the former, you ſhould have Queen, Ten, and one ſmall Card in your Partner's ſtrong Suit; which is to be diſcovered by the former Example; and ſuppoſe your Partner to have Knave and five ſmall Cards in his ſtrong Suit; you having the Lead are to play your Queen, and when you play again you are to play your Ten; and ſuppoſe him to have the long Trump, by this Method he makes four Tricks in that Suit, but ſhould you play a ſmall one in that Suit, his Knave being gone, and the Queen remaining in your Hand in the ſecond Round of playing that Suit, and the long Trump being forced out of his Hand, the Queen remaining in your Hand obſtructs the Suit, by which Method of play you loſe three Tricks in that Deal.

III. *Third Example.*

In the former Examples you have been ſuppoſed to have had the Lead, and by that Means have had

had an Opportunity of throwing out the beſt Cards in your Hand of your Partner's ſtrong Suit, in order to make room for the whole Suit, we will now ſuppoſe your Partner is to lead, and in the Courſe of Play, it appears to you that your Partner has one great Suit; ſuppoſe, Ace, King, and four ſmall ones, and that you have Queen, Ten, Nine, and a very ſmall one of that Suit; when your Partner plays the Ace, you are to play the Nine; when he plays the King, you are to play the Ten; by which means you ſee, in the third Round, you make your Queen, and having a ſmall one remaining, you do not obſtruct your Partner's great Suit; whereas if you had kept your Queen and Ten, and the Knave have fallen from the Adverſaries, you had loſt two Tricks in that Deal.

IV. *Fourth Example.*

Suppoſe in the Courſe of Play, as in the former Caſe you find your Partner to have one great Suit, and that you have King, Ten, and a ſmall one of that Suit, your Partner leads the Ace, in that Caſe play your Ten, and in the ſecond Round your King; this Method is to prevent a Poſſibility of obſtructing your Partner's great Suit.

V. *Fifth Example.*

Suppoſe your Partner has Ace, King, and four ſmall Cards in his great Suit, and that you have Queen, Ten, and a ſmall Card in that Suit; when he plays his Ace, do you play your Ten, and when he plays his King, do you play your Queen; by which Method of Play you only riſk one Trick to get four.

VI. *Sixth Example.*

We will now ſuppoſe you to have five *Cards* of your Partner's ſtrong Suit, *viz.* Queen, Ten, Nine, Eight, and a ſmall one; and that your Partner has Ace, King, and four ſmall ones; when your Partner plays the Ace, do you play your Eight; when he

he plays the King, do you play your Nine; and in the third Round, no body having any of that Suit, except your Partner and you, proceed then to play the Queen, and then the Ten; and having a ſmall one remaining, and your Partner two, you thereby gain a Trick, which you could not have done but by playing the high Cards, and by keeping a ſmall one to play to your Partner.

CHAP. VII.

Particular Games *to be played when your Adverſary turns up an Honour on your right Hand, with* DIRECTIONS *how to play when an Honour is turned up on your left Hand.*

I. *Firſt Example.*

SUPPOSE the Knave is turned up on your right Hand, and that you have King, Queen and Ten, in order to win the Knave, begin to play with your King, by which Method of Play, your Partner may ſuppoſe you to have Queen and Ten remaining, eſpecially if you have a ſecond Lead, and that you do not proceed to play your Queen.

II. *Second Example.*

The Knave being turned up as before, and that you have Ace, Queen, and Ten, by playing of your Queen, it anſwers the like Purpoſe of the former Rule.

III. *Third Example.*

If the Queen is turned up on your right Hand, and that you have Ace, King, and Knave, by playing your King, it anſwers the like Purpoſe of the former Rule.

III.

IV. *Fourth Example.*

Suppoſe an Honour is turned up on your left Hand, and ſuppoſe you ſhould hold no Honour, in that Caſe you are to play Trumps through that Honour; but in Caſe you ſhould hold an Honour (except the Ace) you muſt be cautious how you play Trumps, becauſe, in Caſe your Partner hold no Honour, your Adverſary will play your own Game upon you.

CHAP. VIII.

A CASE *to demonſtrate the Danger of forcing your Partner.*

SUPPOSE *A* and *B* Partners, and that *A* has a Quint-major in Trumps, with a Quint-major, and three ſmall Cards of another Suit, and that *A* has the Lead; and let us ſuppoſe the Adverſaries *C* and *D* to have only five Trumps in either Hand: In this Caſe, *A* having the Lead, wins every Trick.

II.

Suppoſe, on the contrary, *C* has five ſmall Trumps, with a Quint-major and three ſmall Cards of another Suit, and that *C* has the Lead, who forces *A* to trump firſt, by which means *A* wins only five Tricks.

III.

A CASE *to demonſtrate the Advantage by a Saw,*

Suppoſe *A* and *B* Partners, and that *A* has a Quart-major in Clubs, they being Trumps, another Quart-major in Hearts, another Quart-major in Diamonds, and the Ace of Spades: And let us ſuppoſe the Adverſaries *C* and *D* to have the following Cards, *viz.* *C* has four Trumps, eight Hearts

and

and one Spade; *D* has five Trumps and eight Diamonds; *C* being to lead, plays an Heart, *D* trumps it; *D* plays a Diamond, *C* trumps it; and thus purſuing the Saw, each Partner trumps a Quart-Major of *A*'s, and *C* being to play at the ninth Trick, plays a Spade, which *D* trumps; thus *C* and *D* have won the nine firſt Tricks, and leave *A* with his Quart-major in Trumps only.

The foregoing *Caſe* ſhews that whenever you gain the Advantage of eſtabliſhing a Saw, it is your Intereſt to embrace it.

[*What follows in this Treatiſe is the Addition promiſed.*]

CHAP. IX.

Containing Variety of CASES, *intermixed with* CALCULATIONS, *demonſtrating when it is proper, at ſecond Hand, to put up the King, Queen, Knave, or Ten, with one ſmall Card of any Suit,* &c.

SUPPOSE you have four ſmall Trumps; in the three other Suits you have one Trick ſecure in each of them; and ſuppoſe your Partner has no Trump, in that Caſe the remaining Nine Trumps muſt be divided between your Adverſaries, ſuppoſe five in one Hand, and four in the other, as often as you have the Lead, play Trumps; and ſuppoſe you ſhould have four Leads, in that Caſe, you ſee your Adverſaries make only five Tricks out of nine Trumps; whereas if you had ſuffered them to make their Trumps ſingle, they might poſſibly have made nine Tricks.

By

By this Example, you ſee the Neceſſity there is of taking out two Trumps for one upon moſt Occaſions.

Yet there is an Exception to the foregoing Rule, becauſe if you find in the courſe of Play that your Adverſaries are very ſtrong in any particular Suit, and that your Partner can give you no Aſſiſtance in that Suit, in ſuch a Caſe you are to examine your own, and alſo your Adverſaries Scores, becauſe by keeping one Trump in your Hand to trump ſuch Suit, it may be either a means to ſave or win a Game.

II.

Suppoſe you have Ace, Queen, and two ſmall Cards of any Suit; your right hand Adverſary leads that Suit; in that Caſe, do not put up your Queen, becauſe it is an equal Wager that your Partner has a better Card in that Suit than the third Hand; if ſo, you have the Command of that Suit.

An Exception to the foregoing Rule is in caſe you want the Lead, then you are to put up your Queen.

III.

Never chooſe to lead from King, Knave, and one ſmall Card in any Suit, becauſe it is 2 to 1 that your Partner has not the Ace, and alſo 32 to 25, or about 5 to 4, that he has Ace or Queen; and therefore as you have only about 5 to 4, in your Favour, and as you muſt have four Cards in ſome other Suit, ſuppoſe the Ten to be the higheſt, lead that Suit, becauſe it is an equal Wager that your Partner has a better Card in that Suit than the laſt Player; and if the Ace of the firſt-mentioned Suit lies behind you, which is an equal Wager it ſhould ſo happen, in caſe your Partner has it not, in this Caſe, on your Adverſaries leading this Suit, you probably make two Tricks in it by this Method of Play.

IV.

Suppoſe in the Courſe of Play it appears to you, that your Partner and you have four or five Trumps remaining, when your Adverſaries have none, and that you have no winning Card in your Hand, but that you have Reaſon to judge your Partner has a thirteenth Card, or ſome other winning Card in his Hand; in that Caſe play a ſmall Trump, to put the Lead into his Hand, in order to throw away any loſing Card in your Hand, upon ſuch thirteenth or other good Card.

CHAP. X.

Some Directions *for putting up at ſecond Hand, King, Queen, Knave, or Ten, of any Suit,* &c.

I.

SUPPOSE you have the King, and one ſmall Card of any Suit, and that your right-hand Adverſary plays that Suit: if he is a good Player do not put up the King, unleſs you want the Lead, becauſe a good Player ſeldom leads from a Suit of which he has the Ace, but keeps it in his Hand (after the Trumps are played out) to bring in his ſtrong Suit.

II.

Suppoſe you have a Queen and one ſmall Card of any Suit, and that your right-hand Adverſary leads that Suit; do not put on your Queen, becauſe ſuppoſe the Adverſary has led from the Ace and Knave, in that Caſe, upon the Return of that Suit, your Adverſary fineſſes the Knave, which is generally good Play, eſpecially if his Partner has played the King, you thereby make your Queen; but by putting on the Queen, it ſhews your Adverſary that you have no Strength in that Suit, and conſequently

conſequently puts him upon fineſſing upon your Partner throughout that whole Suit.

III.

In the former Examples you have been informed when it is thought proper to put up the King or Queen at ſecond Hand; you are likewiſe to obſerve, in caſe you ſhould have the Knave or Ten of any Suit, with a ſmall Card of the ſame Suit, it is generally bad Play to put up either of them at ſecond Hand, becauſe it is five to two that the third Hand has either Ace, King, or Queen of the Suit led; it therefore follows, that as the Odds againſt you is five to two, and though you ſhould ſucceed ſometimes by this Method of Play, yet in the main you muſt be a Loſer, becauſe it demonſtrates to your Adverſaries that you are weak in that Suit, and conſequently they fineſs upon your Partner throughout that whole Suit.

IV.

Suppoſe you have Ace, King, and three ſmall Cards of a Suit, your right-hand Adverſary leads that Suit; upon which you play your Ace, and your Partner plays the Knave. In caſe you are ſtrong in Trumps, you are to return a ſmall one in that Suit, in order to let your Partner trump it: And this Conſequence attends ſuch Play, *viz.* you keep the Command of that Suit in your own Hand, and at the ſame Time, it gives your Partner an Intimation that you are ſtrong in Trumps; and therefore, he may play his Game accordingly, either in attempting to eſtabliſh a Saw, or by trumping out to you, if he has either Strength in Trumps, or the Command of the other Suits.

V.

Suppoſe *A* and *B*'s Game is ſcored 6, the Adverſaries *C* and *D* is ſcored 7, and that 9 Cards are played out, of which *A* and *B* have won 7 Tricks, and ſuppoſe no Honours are reckoned in that Deal; in this Caſe *A* and *B* have won the odd Trick,

which puts their Game upon an Equality; and ſuppoſe *A* to have the Lead, and that *A* has two of the ſmalleſt Trumps remaining, with two winning Cards of other Suits; and ſuppoſe *C* and *D* have the two beſt Trumps between them, with two other winning Cards in their Hands, *Query*, How are you to play this Game? It is 11 to 3 that *C* has not the 2 Trumps; and, likewiſe, 11 to 3 that *D* has them not: The Odds being ſo much in *A*'s Favour to win the whole Stake, it is his Intereſt to play a Trump; for ſuppoſe the Stake to be 70*l.* depending, *A* wins the whole Stake, if he ſucceeds by this Method of play; but ſhould he play the cloſe Game, by forcing *C* or *D* to trump firſt, he having won the odd Trick already, and being ſure of winning two more in his own Hand, by this Method his Game will be ſcored 9 to 7, which is about 3 to 2, and therefore, *A*'s Share of the 70*l.* will amount only to 42*l.* and, by this Method, *A* only ſecures 7*l.* Profit; but in the other Caſe, upon ſuppoſition that *A* and *B* have 11 to 3 of the Stake depending, as aforeſaid, by playing his Trump, he is intitled to 55*l.* out of the 70*l.* depending.

The foregoing Caſe being duly attended to, may be applied to the like Purpoſe, in other Parts of the Game.

CHAP. XI.

Some DIRECTIONS *how to play when an Ace, King, or Queen, are turned up on your Right-Hand*, &c.

SUPPOSE the Ace is turned up on your Right-hand, and that you have the Ten and Nine of Trumps only, with Ace, King and Queen of another Suit, and eight Cards of no Value, *Query*, How

How muſt this Game be played? Begin with the Ace of the Suit of which you have Ace, King, and Queen, which is an Information to your Partner that you have the Command of that Suit; then play your Ten of Trumps, becauſe it is five to two that your Partner has King, Queen, or Knave of Trumps; and tho' it is about ſeven to two that your Partner has not two Honours, yet, ſhould he chance to have them, and they prove to be the King and Knave, in that Caſe as your Partner will paſs your Ten of Trumps, and as it is 13 to 12 againſt the laſt Player for holding the Queen of Trumps, upon ſuppoſition your Partner has it not, in that Caſe, when your Partner has the Lead, he plays to your ſtrong Suit, and upon your having the Lead, you are to play the Nine of Trumps, which puts it in your Partner's Power to be almoſt certain of winning the Queen, if he lies behind it.

The foregoing Caſe ſhews, that turning up of an Ace againſt you, may be made leſs beneficial to your Adverſaries, provided you play by this Rule.

II.

If the King or Queen are turned up on your Right hand, the like Method of Play may be made uſe of; but you are always to diſtinguiſh the Difference of your Partner's Capacity, becauſe a good Player will make a proper Uſe of ſuch Play, but a bad one ſeldom, if ever.

III.

Suppoſe the Adverſary on your Right-hand leads the King of Trumps, and that you ſhould have the Ace and four ſmall Trumps, with a good Suit; in this Caſe it is your Intereſt to paſs the King; and tho' he ſhould have King, Queen, and Knave of Trumps, with one more, if he is a moderate Player, he will play the ſmall one, imagining that his Partner has the Ace; when he plays the ſmall one, you are to paſs it, becauſe it is an

equal Wager that your Partner has a better Trump than the laſt Player; if ſo, and that he happens to be a tolerable Player; he will judge you have a good Reaſon for this Method of Play, and conſequently, if he has a third Trump remaining, he will play it, if not, he will play his beſt Suit.

IV.

A Critical CASE *to win an odd Trick.*

Suppoſe *A* and *B* Partners againſt *C* and *D*, and ſuppoſe the Game to be Nine all, and ſuppoſe all the Trumps are played out, *A* being the laſt Player, has the Ace and four other ſmall Cards of a Suit in his Hand, and one thirteenth Card remaining; *B* has only two ſmall Cards of *A*'s Suit: *C* has Queen and two other ſmall Cards of that Suit; *D* has King, Knave, and 1 ſmall Card of the ſame Suit. *A* and *B* have won 3 Tricks, *C* and *D* have won 4 Tricks; it therefore follows, that *A* is to win 4 Tricks out of the ſix Cards in his Hand, in order to win the Game. *C* leads this Suit, and *D* puts up the King; *A* gives him that Trick, *D* returns that Suit, *A* paſſes it, and *C* puts up his Queen: Thus *C* and *D* have won ſix Tricks, and *C* imagining the Ace of that Suit to be in his Partner's Hand, returns it, by which means *A* wins the 4 laſt Tricks, and conſequently the Game.

V.

Suppoſe you ſhould have the King and five ſmall Trumps, and that your Right-hand Adverſary plays the Queen; in that Caſe do not put on your King, becauſe it is an equal Wager that your Partner has the Ace; and ſuppoſe your Adverſary ſhou'd have Queen, Knave, Ten, and one ſmall Trump, it is alſo an equal Wager that the Ace lies ſingle, either in your Adverſaries Hand or Partner's; in either of which Caſes it is bad Play to put on your King; but

but if the Queen of Trumps is led, and that you ſhould happen to have the King, with two or three Trumps, it is the beſt Play to put on the King, becauſe it is good Play to lead from the Queen and one ſmall Trump only; and in that Caſe, ſhould your Partner have the Knave of Trumps, and your Left-hand Adverſary hold the Ace, your neglecting to put on the King is the Loſs of a Trick.

CHAP. XII.

The Ten or Nine being turn'd up on your Right-hand, &c.

I.

SUPPOSE the Ten is turned up on your Right-hand, and that you ſhou'd have King, Knave, Nine, and two ſmall Trumps, with eight other Cards of no Value, and that it is proper for you to lead trumps; in that Caſe, begin with the Knave, in order to prevent the Ten from making a Trick; and tho' it is about five to four that your Partner holds an Honour, yet if that ſhould fail, by fineſſing your Nine on the Return of Trumps from your Partner, you have the Ten in your Power.

II.

The Nine being turned up on your Right-hand, and that you ſhould have Knave, Ten, Eight, and two ſmall Trumps, by leading the Knave it anſwers the like Purpoſe of the former Caſe.

III.

You are to make a wide Difference between a Lead of Choice, and a forced Lead of your Partner's; becauſe in the firſt Caſe he is ſuppoſed to lead from his beſt Suit, not finding you deficient in that Suit, and being ſtrong enough in Trumps,

and not daring to force you, he then plays his next beſt Suit, by which Alteration of Play it is next to a Demonſtration that he is weak in Trumps; but ſhould he perſevere, by playing his firſt Lead if he is a good Player, you are to judge him ſtrong in Trumps, and it is a Direction for you to play your Game accordingly.

IV.

There is nothing more pernicious at the Game of Whiſt, than to change Suits often, becauſe in every new Suit you run the Riſk of giving your Adverſary the Tenace; and therefore, though you lead from a Suit of which you have the Queen, Ten, and three ſmall ones, and your Partner puts up the Nine only, in that Caſe, if you ſhould happen to be weak in Trumps, and that you have no tolerable Suit to lead from, it is your beſt Play to purſue the Lead of that Suit, by playing your Queen, which leaves it in your Partner's Option whether he will trump it or not, in caſe he has no more of that Suit, but in your ſecond Lead, in caſe you ſhould happen to have the Queen or Knave of any other Suit, with one Card only of the ſame Suit, it would be better Play to lead from your Queen or Knave of either of theſe Suits, it being 5 to 2 that your Partner has one Honour at leaſt in either of thoſe Suits.

V.

If you have Ace, King, and one ſmall Card of any Suit, with four Trumps; if your right-hand Adverſary leads that Suit, paſs it, becauſe it is an equal Wager that your Partner has a better Card in that Suit than the third Hand; if ſo, you gain a Trick by it; if otherwiſe, as you have four Trumps, you need not fear to loſe by it, becauſe when Trumps are played, you may be ſuppoſed to have the long Trump.

CHAP.

CHAP. XIII.

A CAUTION *not to part with the Command of your Adverſaries great Suit*, &c.

I.

IN Caſe you are weak in Trumps, and that it does not appear that your Partner is very ſtrong in them, be very cautious how you part with the Command of your Adverſary's great Suit: For ſuppoſe your Adverſary plays a Suit of which you have King, Queen, and one ſmall Card only, the Adverſary leads the Ace, and, upon playing the ſame Suit, you play your Queen, which makes it almoſt certain to your Partner that you have the King; and ſuppoſe your Partner refuſes to that Suit, do not play the King, becauſe if the Leader of that Suit, or his Partner have the long Trump, you riſk the loſing of three Tricks to get one.

II.

Suppoſe your Partner has ten Cards remaining in his Hand, and that it appears to you, that they conſiſt of Trumps and one Suit only; and ſuppoſe you ſhould have King, Ten, and one ſmall Card of his ſtrong Suit, with Queen and two ſmall Trumps; in this Caſe, you are to judge he has five Cards of each Suit, and therefore you ought to play out the King of his ſtrong Suit; and if you win that Trick, your next beſt Play is, to throw out the Queen of Trumps; if that likewiſe comes home, proceed to play Trumps: This Method of Play may be made uſe of at any Score of the Game, except at 4 and 9.

III.

III.

The TRUMP *turned up to be remembered.*

It is ſo neceſſary that the Trump turned up ſhould be known and remembered, both by the Dealer and his Partner, that we think it proper to obſerve, That the Dealer ſhould always ſo place that Card, as to be certain of having recourſe to it: For ſuppoſe it to be only a 5, and that the Dealer has two more, *viz.* the 6 and Nine, if his Partner trumps out with the Ace and King, he ought to play his 6 and 9; becauſe, let us ſuppoſe your Partner to have Ace, King, and four ſmall Trumps, in this Caſe, your Partner's knowing you have the 5 remaining, you may win many Tricks.

IV.

Your right-hand Adverſary leads a Suit of which you have the Ten and two ſmall ones; the third Hand puts up the Knave, your Partner wins it with the King, when your right-hand leads that Suit again, and plays a ſmall one, do you put on your Ten, becauſe it may ſave your Partner's Ace, upon ſuppoſition that your right-hand Adverſary led from the Queen; you will ſeldom fail of Succeſs by this Method of Play.

V.

Suppoſe you have the beſt Trump, and that the Adverſary *A* has one Trump only remaining, and that it appears to you that your Adverſary *B* has a great Suit; in this Caſe, though you permit *A* to make his Trump, yet by keeping the Trump in your Hand, you prevent the Adverſary *B* from making his great Suit; whereas, if you had taken out *A*'s Trump, it had made only one Trick difference, but by this Method you probably ſave three or four Tricks.

VI.

VI.

The following CASE *happens frequently.*

That you have two Trumps remaining when your Adverſaries have only one, and it appears to you that your Partner has one great Suit, in this Caſe always play a Trump, tho' you have the worſt, becauſe by removing the Trump out of your Adverſary's Hands, there can be no Obſtruction to your Partner's great Suit.

VII.

Suppoſe you ſhould have three Trumps when no body elſe have any, and that you ſhould have only four Cards of any certain Suit remaining; in this Caſe play a Trump, which ſhews your Partner that you have all the Trumps, and alſo gives you a fair Chance for one of your Adverſaries to throw away one Card of the aforeſaid Suit; by which means, ſuppoſing that Suit to have been once led, and one thrown away, makes Five, and four remaining in your Hand makes Nine, there being only four remaining between three Hands, and your Partner having an equal Wager to hold a better Card in that Suit than the laſt Player, it therefore follows that you have an equal Chance to make three Tricks in that Suit, which probably could not have been done but by this Method of Play.

VIII.

Suppoſe you have five Trumps, and ſix ſmall Cards of any Suit, and you are to lead; the beſt Play is to lead from the Suit of which you have ſix, becauſe, as you are deficient in two Suits, your Adverſaries will probably trump out, which is playing your own Game for you; whereas, had you begun with playing Trumps, they would force you, and conſequently deſtroy your Game.

CHAP.

CHAP. XIV.

Some Purchaſers of the TREATISE *in Manuſcript, diſpoſed of the laſt Winter, having deſired a further Explanation concerning the playing of Sequences, they are explained in the following Manner.*

I.

IN Trumps you are to play the higheſt of your Sequences, unleſs you ſhould have Ace, King, and Queen; in that Caſe play the loweſt, in order to let your Partner into the State of your Game.

II.

In Suits which are not Trumps, if you have a Sequence of King, Queen, and Knave, and two ſmall ones; whether you are ſtrong in Trumps or not, it is the beſt Play to begin with the Knave, becauſe, by getting the Ace out of any Hand, you make room for the whole Suit.

III.

And in caſe you are ſtrong in Trumps, ſuppoſing you ſhould have a Sequence of Queen, Knave, Ten, and two ſmall Cards of any Suit; in that Caſe, you ought to play the higheſt of your Sequence, becauſe, if either of the Adverſaries ſhould trump that Suit in the ſecond Round, by being ſtrong in Trumps, you fetch out their Trumps, and conſequently make the Remainder of that Suit.

The like Method may be taken, if you ſhould happen to have a Sequence by Knave, Ten, Nine, and two ſmall Cards of any Suit.

IV.

If you have a Sequence of a King, Queen, Knave, and one ſmall Card of any Suit, whether you

you are ſtrong in Trumps, or otherwiſe, play your King; and do the like by any inferiour Sequences, if you have only four in Number.

V.

But if you ſhould happen to be weak in Trumps, you muſt always begin with the loweſt of the Sequence, in caſe you ſhould have five in Number; for ſuppoſe your Partner to have the Ace of that Suit, he then makes it; and where lies the Difference whether you or your Partner win a Trick? For if you had the Ace and four ſmall Cards of any Suit, and are weak in Trumps, and led from that Suit, if you play well you ought to play the Ace; if you are very ſtrong in Trumps, you may play your Game as backward as you pleaſe; but if you are weak in Trumps, you muſt play the reverſe.

VI.

Let us explain what is meant by being ſtrong or weak in Trumps.

If you have Ace, King, and three ſmall Trumps.
King, Queen, and three ſmall Trumps.
Queen, Knave, and three ſmall Trumps.
Queen, Ten, and three ſmall Trumps.
Knave, Ten, and three ſmall Trumps.
Queen, and four ſmall Trumps.
Knave, and four ſmall Trumps.

In any of the aforeſaid Caſes, you may be underſtood to be very ſtrong in Trumps, and therefore you may play by the foregoing Rules, being morally aſſured of having the Command in Trumps.

If you have two or three ſmall Trumps only; we underſtand you to be weak in them.

VII.

What Strength in Trumps intitles you to force your Partner at any point of the Game.

Ace, and three ſmall Trumps.
King, and three ſmall Trumps.

Queen,

Queen, and three ſmall Trumps.
Knave, and three ſmall Trumps.

VIII.

If, by Accident, either you or the Adverſaries have forced your Partner, (tho' you are weak in Trumps) if he has had the Lead, and does not chuſe to trump out, force him on as often as the lead comes into your Hand, unleſs you have good Suits of your own to play.

IX.

If you ſhould happen to have only two or three ſmall Trumps, and that your right-hand Adverſary leads a Suit of which you have none, trump it, which is an information to your Partner that you are weak in Trumps.

X.

Suppoſe you have Ace, Knave, and one ſmall Trump, and that your Partner trumps to you; ſuppoſe from the King and three ſmall Trumps, *Query*, Whether it is the beſt Play to put on the Ace or Knave? And ſuppoſe your right-hand Adverſary has three Trumps, and that your left-hand Adverſary has the like Number; in this Caſe, by fineſſing your Knave, and playing your Ace, if the Queen is on your right-hand, you win a Trick by it; but if the Queen is on your left-hand, and you ſhould play the Ace, and then return the Knave, admitting your left-hand Adverſary put on the Queen, which he ought to do, it is above 2 to 1 that one of the Adverſaries have the Ten, and conſequently you gain no Trick by playing thus.

XI.

If your Partner has led from the Ace of Trumps, and ſuppoſe you ſhould have King, Knave, and one ſmall Trump, by putting on your Knave, and returning the King, it anſwers exactly the like purpoſe of the former Rule.

In

In other Suits you may practiſe the like Method.

XII.

If you are ſtrong in Trumps, and that you have King, Queen, and two or three ſmall Cards in any other Suit, you may lead a ſmall one, it being 5 to 4 that your Partner has an Honour in that Suit; but, if you are weak in Trumps, you ought to begin with the King.

XIII.

If your right-hand Adverſary leads a Suit of which you have King, Queen, and two or three ſmall Cards of the ſame Suit, you being ſtrong in Trumps, may paſs it, becauſe it is an equal Wager that your Partner has a better Card in that Suit than the third Hand; if not, by your Strength of Trumps, you need not fear making that Suit.

XIV.

If your right-hand Adverſary leads a Suit, of which you have King, Queen, and one ſmall Card, whether in Trumps or not, put on the Queen: Alſo, if you have Queen, Knave, and one ſmall Card, put on the Knave; and if you have Knave, Ten, and one ſmall Card, put on the Ten; by putting up the ſecond beſt, as aforeſaid, your Partner has an Expectation of your having a better Card or Cards, in the ſame Suit; and, by recourſe to the Calculations annexed to this Treatiſe, he may be able to judge what are the odds for and againſt him.

XV.

If you ſhou'd have Ace, King, and two ſmall Cards in any Suit, being ſtrong in Trumps; if your right-hand Adverſary leads that Suit, you may paſs it, becauſe it is an equal Wager that your Partner has a better Card in that Suit than the third Hand; if ſo, you gain a Trick by it; if otherwiſe,

you

you need not fear to make your Ace and King, by your Strength in Trumps.

XVI.

If you ſhould have the Ace, Nine, Eight, and one ſmall Trump, and that your Partner leads the Ten; in that Caſe paſs it, becauſe unleſs the three Honours lie behind you, you are ſure of making two Tricks; do the like, if you ſhould have the King, Nine, Eight, and one ſmall Trump; or the Queen, Nine, Eight, and one ſmall Trump.

XVII.

In order to deceive your Adverſaries, if your right-hand Adverſary leads from a Suit, of which you have Ace, King, and Queen, or Ace, King, and Knave, put on the Ace; becauſe that encourages the Adverſaries to play that Suit again: And tho' you deceive your Partner by this Method of Play, you alſo deceive your Adverſaries, which is of greater Conſequence in this Caſe; becauſe if you had put on the loweſt of the Tierce-major, or the Knave in the other Suit, your right-hand Adverſary had made a Diſcovery that the Strength of that Suit was againſt him, and conſequently would have changed Suits.

XVIII.

Suppoſe you have Ace, Ten, and one ſmall Card, in any Suit; alſo the Ace, Nine, and one ſmall Card of any Suit, *Query*, which of theſe Suits ought you to lead from? *Anſwer*, from the Suit of which you have the Ace, Nine, and one ſmall Card: for this Reaſon, it being an equal Wager that your Partner has a better Card in that Suit, than the laſt Player; if not, let us then ſuppoſe that your right-hand Adverſary leads from the King, or Queen of the Suit, of which you have the Ace, Ten, and one ſmall Card; in that Caſe, it is an equal Wager that your Partner has a better Card in that Suit, than the third Hand; if that happens to be

be the Caſe, upon the Return of the Suit, you lie Tenace, and conſequently ſtand a fair Chance for three Tricks in that Suit.

XIX.

A CASE *to demonſtrate the Tenace.*

Let us ſuppoſe *A* and *B* to play at Two-handed Whiſt, and let us ſuppoſe *A* to have the Ace, Queen, Ten, Eight, Six, and Four of Clubs, which in caſe *B* always leads, are ſix ſure Tricks. Let us ſuppoſe he has the ſame Hand in Spades, which, in caſe *B* always leads, are ſix more ſure Tricks. We ſuppoſe *B* has the Remainder of theſe two Suits.

Let us ſuppoſe *B* to have the ſame Hand in Hearts and Diamonds, as *A* has in Spades and Clubs, and that *A* has the Remainder of the Hearts and Diamonds, which, in caſe *A* always leads, are twelve ſure Tricks alſo to *B*.

The foregoing Caſe ſhews that both Hands are exactly equal; and therefore let one of them name his Trumps, and lead, he wins thirteen Tricks only.

But if one names the Trumps, and the other leads, he that names the Trumps ought to win fourteen Tricks.

Thoſe who would attain to the playing of Whiſt to perfection, muſt not be content only with being a Maſter of the Calculations contained in this Treatiſe, and alſo an exact judge of all the General and Particular Caſes in the ſame; but be a very punctual Obſerver of ſuch Cards as are thrown away, both by his Partner and Adverſaries, and at what time: Whoever attends cloſely to theſe Particulars, is the moſt likely to attain his End.

CHAP. XV.

Contained in the ARTIFICIAL MEMORY.

CHAP. XVI.

Additional CASES *at* WHIST, *never publiſhed till* 1748.

I.

IF your Partner leads the King of a Suit, and that you have none of that Suit, paſs it, by throwing away a loſing Card, (unleſs your right-hand Adverſary has put on the Ace, becauſe, by ſo doing you make room for his Suit.

II.

Suppoſe your Partner leads the Queen of a Suit, and your right-hand Adverſary wins it with the Ace, and returns that Suit, in caſe you have none of it, do not trump it, but throw away a loſing Card, which makes room for your Partner's Suit. An Exception to this Manner of Play is, if you play for an odd Trick, and that you are very weak in Trumps, you may trump it.

III.

Suppoſe you have the Ace, King, and 1 ſmall Card of a Suit, and that your left-hand Adverſary leads that Suit: and ſuppoſe you ſhould have 4 ſmall Trumps, and no Suit of conſequence to lead from; and ſuppoſe your right-hand Adverſary ſhould put up the Nine, or any lower Card; in this Caſe, win it with the Ace, and return the lead upon the Adverſary, by playing the ſmall Card of that Suit; who will have reaſon to Judge that the King lies behind

behind him, and conſequently will not put up his Queen if he has it, and therefore you have a fair Probability of winning a Trick by this Method of Play, and at the ſame time letting your Partner into the State of your Game.

IV.

If your Partner forces you to trump a Card early in the Deal, you are to ſuppoſe him ſtrong in Trumps; except at the points of 4 or 9, and therefore if you are ſtrong in Trumps you may play them.

Suppoſe you call at the Point of 8, and your Partner has no Honour, and ſuppoſe you ſhould have the King, Queen, and Ten; the King, Knave, and Ten; or the Queen, Knave, and Ten of Trumps; when Trumps are played always put on the Ten, which demonſtrates to your Partner that you have 2 Honours remaining, and ſo plays his Game accordingly.

VI.

Suppoſe your right-hand Adverſary calls at the Point of 8, and his Partner has no Honour, and ſuppoſe you ſhould have the King, Nine, and 1 ſmall Trump, or the Queen, Nine, and 2 ſmall Trumps, when Trumps are played by your Partner put on the Nine, becauſe it is about 2 to 1 that the Ten is not behind you, and ſo you play your Nine to an Advantage.

VII.

If you ſhould happen to lead a Suit of which you have the Ace, King, and 2, or 3 more, when you play the Ace, if your Partner plays the Ten, or Knave, and ſuppoſe you ſhould have one ſingle Card in your Hand in any other Suit, and two or three ſmall Trumps only, in this Caſe lead the ſingle Card in order to eſtabliſh a Saw, and this Conſequence attends ſuch Play, *viz.* upon leading that Suit it gives your Partner an equal Chance of having

a better Card in it than the laſt Player, whereas had he led that Suit to you, which is probable had been his ſtrong Suit, the Adverſary would have made the Diſcovery of your attempting to eſtabliſh a Saw, they would trump out, and ſo prevent your making your ſmall Trumps: By this Method of Play your Partner will eaſily judge the Reaſon for your changing of Suits; and ſo play his Game accordingly.

VIII.

Suppoſe you have the Ace and Deuce of Trumps, and ſtrong in the three other Suits, if you are to lead, play your Ace, and next your Deuce of Trumps, in order to put the Lead into your Partner's Hands to take out 2 Trumps for 1; and ſuppoſe the laſt Player wins that Trick, and that he leads a Suit of which you have the Ace, King, and 2 or 3 more, paſs it, becauſe it is an equal Wager that your Partner has a better Card in that Suit than the third Hand; if ſo, he will then have an Opportunity of taking out two Trumps to one; when the Lead comes into your Hand you are to endeavour to force out 1 of the 2 Trumps remaining, upon Suppoſition 11 Trumps are played out, and the Odds is ſtill in your Favour that your Partner has 1 of the 2 Trumps remaining.

IX.

Suppoſe 10 Cards are played out, and that you have the King, Ten, and 1 ſmall Card of any Suit, which has never been led, and ſuppoſe you have won ſix Tricks, and ſuppoſe your Partner leads from that Suit, and that there is neither a Trump or thirteenth Card in any Hand, in this Caſe, unleſs your right-hand Adverſary puts on ſo high a Card as obliges you to play your King, do not put it on, becauſe upon the Return of that Suit you make your King, and conſequently the odd Trick, which makes 2 difference; if there happens to be only 9 Cards played out in the like Circumſtance,

ſtance, you are to play by the like Rule. This Method is always to be taken unleſs the gaining of 2 Tricks gives you a Chance either to ſave your Lurch or to win or ſave the Game.

X.

Suppoſe *A* and *B* Partners againſt *C* and *D*, and let us ſuppoſe *B* has the two laſt Trumps, alſo the Queen, Knave, and Nine, of another Suit, and let us ſuppoſe *A* has neither the Ace, King or Ten, of that Suit, and *A* is to lead that Suit; *Query*, What Card is *B* to play to give him the faireſt Probability of winning a Trick in that Suit? *Anſwer*, *B* is to play the Nine of that Suit; becauſe it is only five to four againſt him that his left-hand Adverſary holds the Ten, and if he plays either the Queen, or Knave, it is about three to one that the Ace, or King, is in his left-hand Adverſary's Hands, and conſequently he reduces the Odds of three to one againſt him, to five to four only.

XI.

Let us vary the foregoing Caſe, and put the King, Knave, and Nine of a Suit into *B*'s Hand, upon Suppoſition that *A* has neither Ace, Queen, or Ten, when *A* leads that Suit, it is exactly equal whether *B* plays his King, Queen, or Ten.

XII.

Suppoſe you have Ace, King, and three or four ſmall Cards of a Suit not played, and that it appears to you that your Partner has the laſt Trump; in this Caſe, if you are to lead, play a ſmall Card in that Suit, it being an equal Wager that your Partner has a better Card in that Suit than the laſt Player; if ſo, the Probability is in your Favour that you make 5 or 6 Tricks in that Suit, but if you ſhould play out the Ace and King, of that Suit, it is 2 to 1 that your Partner has not the Queen, and conſequently it is 2 to 1 that you make only two Tricks in that Suit, by which Method

thod of Play you riſk the loſing of 3 or 4 Tricks in that Deal to gain one only.

XIII.

Suppoſe your Partner leads a Suit of which he has the Ace, Queen, Knave, and many more, and leads his Ace, and then plays his Queen, in caſe you have the King and two ſmall Cards in that Suit, win his Queen, with the King, and ſuppoſe you are ſtrong in Trumps, by clearing the Board of Trumps, and having a ſmall Card of your Partner's great Suit, you do not obſtruct his Suit, and conſequently win many Tricks by this Method of Play.

CHAP. XVII.

A DICTIONARY *for* WHIST, *which reſolves almoſt all the Critical Caſes that may happen at that* GAME, *by way of Queſtion and Anſwer.*

1. HOW to play Trumps to the greateſt Advantage, peruſe the Treatiſe of Whiſt, Chap. I. Caſe 11. and all the remaining Caſes in that Chapter, alſo Chap. II.

2. How to play Sequences when Trumps?

Anſwer, you are to begin with the higheſt of them.

3. How to play Sequences when they are not Trumps?

Anſ. If you have 5 in Number, you are to begin with the loweſt, if 3 or 4 in Number always play the higheſt.

4. Why do you prefer playing of Sequences rather than other Suits?

Anſ. Becauſe they are the ſafeſt Lead, and gain the Tenace in other Suits.

5. When ought you to make Tricks early?

Anſ.

Anſw. When you are weak in Trumps.

6. When ought you not to make Tricks early?

Anſ. When you are ſtrong in Trumps.

7. When do you play from an Ace-ſuit?

Anſ. You do ſo when you have 3 in Number only, in any Suit (Trumps excepted.)

8. When don't you play from an Ace-ſuit?

Anſ. You ought not to lead from an Ace-ſuit, having 4 or more in Number in any other Suit; becauſe the Ace is an Aſſiſtant to your great Suit, and when Trumps are played out, enables you to make that Suit.

9. When any Card of Conſequence is turned up on your right or left-hand, How are you to play in that Caſe? See Chap. X. Caſe 1. Chap. XII. Caſe 1.

10. Why are you always to play your Hand by your own and Adverſaries Scores?

Anſ. Chap. I. Caſe 6. See References in this Caſe.

11. How to know when your Partner has no more of the Suit played? See Chap. IV. Caſe 1, 2, 3.

12. Reaſons for putting on at Second hand the King, Queen, Knave, Ten, and when not? Chap. X. Caſe 1, 2, 3.

13. Why are you to play the Queen, Knave, Ten, of any Suit, when that Suit is played a ſecond time, having 3 in Number only? Chap. XIII. Caſe 4.

14. When ought you to over-trump your Adverſary, and when not?

Anſ. When you are weak in Trumps, you ought to over-trump him; but if ſtrong in Trumps, you ought to throw away a loſing Card.

15. Reaſons for not parting with the Command of your Adverſary's ſtrong Suit, Chap. XIII. Caſe 1.

16. If

16. If your Adverſary on your right hand leads a Suit of which you have the Ace, King, and Queen, Why are you to put on the Ace preferable to the Queen?

Anſ. Becauſe it deceives the Adverſary; which, in this Caſe, is of more Conſequence to you than to deceive your Partner.

17. To declare your ſtrong Suit, when proper to be done, and when not?

Anſ. When you have only one ſtrong Suit, and you Trump out to make that Suit, in this Caſe you ought to declare it; but if you are ſtrong in all Suits, there is no Neceſſity of declaring your ſtrongeſt Suit.

18. The Ace turned up on your right-hand, and that you have the Ten and Nine only of Trumps, Why do you play the Ten? Chap. XI. Caſe 1.

19. Why do you play from a King-Suit preferable to a Queen-Suit, having the like Number of each?

Anſ. Becauſe it is 2 to 1 that the Ace does not lye in your left-hand Adverſary's Hands, and it is 5 to 4 if you lead from a Queen-ſuit, that the Ace or King lyes in his Hands, and that you loſe your Queen, and ſo play to a D ſadvantage.

20. Why do you play from a Queen-ſuit preferable to a Knave-ſuit? Anſwer'd Caſe 19.

21. When you have the 4 beſt Cards of any Suit, Why do you throw away the beſt?

Anſ. To let your Partner into the State of your Game.

22. Your Partner's ſtrong Suit, How are you to make the moſt of it?

Chap. VI. has ſix Examples to demonſtrate it.

23. The Queen turn'd up on your right Hand, you have the Ace, Ten, and one Trump, or the King, Ten, and one Trump, if the right-hand Adverſary

Adverſary plays the Knave, *Query*, How are you to play ?

Anſ. You are to paſs it, by which you have an equal Wager of gaining a Trick, and cannot loſe by ſo doing.

24. Four Cards are played out, and Trumps are gone round twice, Your Partner not appearing to have an higher Trump than the 8, yet he has 3 Trumps, when he plays his third Trump, the next Hands puts on the Knave, there being the King only in the Adverſary's Hands, you having the Ace and Queen of Trumps.

Query, Whether are you to play the Ace or Queen ?

Anſ. You are to play the Ace, becauſe it is 9 to 8 that the laſt Player has the King; and if you reduce the Cards to 2 in Number, it then is 2 to 1 in your favour, by playing the Ace, that the King falls; the like Method may be taken in other Suits, upon the like Occaſions.

EXAMPLE.

Let us ſuppoſe that you have only 2 Cards remaining in your Hands of any Suit, *viz.* The Queen and Ten, and let us ſuppoſe the Knave and Nine of the ſame Suit are in your Adverſary's Hands, when your Partner leads that Suit, your right-hand Adverſary plays the Nine, and has 1 Card only remaining.

Query, Whether you ought to play your Queen or Ten ?

Anſ. You ought to play your Queen, becauſe it is 2 to 1 that your left-hand Adverſary has the Knave. And in all Caſes of the like Nature you ought to play by this Rule.

I would know what is the Odds that the Dealer at Whiſt holds four Trumps or more ?

Anſ. That he holds 4 Trumps or more is 232 to 165, or about a Guinea to 14s. 11d. and almoſt a Farthing.

CHAP. XVIII.

An Explanation for the Uſe of Beginners, of ſome of the TERMS, *or* TECHNICAL WORDS *made uſe of in this Treatiſe.*

FINESSING.

MEANS the endeavouring to gain an Advantage by Art and Skill, which conſiſts in this; when a Card is led and you have beſt and third beſt Card of that Suit, you judge it beſt to put your third beſt Card upon that Lead and run the Riſk of your Adverſary's having the ſecond beſt of it, that if he has it not, which is 2 to 1 againſt him, you are then ſure of gaining a Trick.

FORCING.

Means the obliging your Partner or your Adverſary to trump a Suit of which he has none. The Caſes mentioned in this Treatiſe will ſhew when it is proper to force either of them.

LONG TRUMP.

Means the having one or more Trumps in your Hand when all the reſt are out.

LOOSE

LOOSE CARD.

Means a Card in a Hand that is of no value and conſequently the propereſt to throw away.

POINTS.

Ten of them make a Game, as many as are gained by Tricks or Honours, ſo many Points are ſet up to the Score of the Game.

QUART.

In general is a Sequence of any four Cards immediately following one another in the ſame Suit. *Quart-major* is therefore a Sequence of Ace, King, Queen, and Knave, in any Suit.

QUINT.

In general is a Sequence of any five Cards immediately following one another, in the ſame Suit. *Quint-major* is therefore a Sequence of Ace, King, Queen, Knave, and Ten, in any Suit.

REVERSE.

Playing at any time the *Reverſe*, means only the playing your Hand in a different manner; that is to ſay, if you are ſtrong in Trumps you play one way, but if weak in Trumps you play the *Reverſe*, *viz.* another.

SEE-SAW.

Is when each Partner trumps a Suit, and the play thoſe Suits to one another to trump.

SCORE.

Score of the Game, is the Number of Points ſet up, Ten of which makes a Game.

TENACE.

Having the Tenace in any Suit ſuppoſes the having the firſt and third beſt Cards, and being the laſt Player, and conſequently you catch the Adverſary when that Suit is play'd: As for inſtance, in caſe you have the Ace and Queen of any Suit, and that your Adverſary leads that Suit, you muſt win thoſe two Tricks; and ſo of any other Tenace in inferior Cards.

TERCE.

In general is a Sequence of any three Cards immediately following one another in the ſame Suit.

Terce-major is therefore a Sequence of Ace, King, and Queen, in any Suit.

CHAP. XIX.

Contained in the ARTIFICIAL MEMORY.

CHAP. XX.

The Laws of the Game at WHIST.

1. IF any Perſon plays out of his Turn, it is in the Option of either of his Adverſaries to call the Card ſo played, at any time in that Deal, provided it does not make him revoke; or if either of the adverſe Party is to lead, he may deſire his Partner to name the Suit he chuſes to have him lead, and when a Suit is then named, the Partner muſt play it if he has it.

2. No

2. No Revoke to be claim'd till the Trick is turned and quited, or the Party who revoked, or his Partner, have played again.

3. If a Revoke happens to be made, the adverſe Party may add 3 to his Score, and the revoking Party, provided they are up, notwithſtanding the Penalty, muſt remain at 9: The Revoke takes place of any other Score of the Game.

4. If any Perſon calls at any Point of the Game, except 8, either of the adverſe Parties may call a new Deal; and they are at liberty to conſult each other whether they will have a new Deal.

5. After the Trump Card is ſeen, no Body ought to remind his Partner to call.

6. If the Trump-Card is ſeen, no Honours in the preceding Deal can be ſet up, unleſs they were before claimed.

7. If any Perſon ſeparates a Card from the reſt, either of the adverſe Parties may call it, provided he names it, and proves the Separation; but in caſe he calls a wrong Card, either of the adverſe Parties may once call the higheſt or loweſt Card in any Suit led during that Deal.

8. Each Perſon ought to lay his Card before him; after he has done ſo, if either of the adverſe Parties mix their Card with his, his Partner is intituled to demand each Perſon to lay his Card before him; but not to enquire who played any particular Card.

9. If any Perſon revokes, and before the Cards are returned, diſcovers it, the adverſe Party may call either the higheſt or the loweſt Card of the Suit led, or have their Option to call the Card then played at any other time, when it does not cauſe a Revoke.

10. If a Card in dealing is turned up, it is in the Option of the adverſe Party to call a new Deal, unleſs

leſs they or either of them, have been the Cauſe of turning up ſuch Card, in which Caſe the Dealer has the Option.

11. If the Ace or any other Card of any Suit is led, and it ſhould ſo happen that the laſt Player plays out of his Turn, whether his Partner has any of the Suit led or not (provided you do not make him revoke) he is neither intituled to trump it, nor to win that Trick.

12. If a Card is faced in the Pack, they muſt deal again, except it is the laſt Card.

13. None of the Players are to take up, or look at their Cards, while any Perſon is dealing, and if the Dealer ſhould happen to miſs Deal, in that Caſe he ſhall deal again, and if a Card is turned up in dealing, no new Deal is to be called.

14. When a Card is led, if one of the Adverſaries plays out of his Turn, his Partner is not to win the Trick, if he can avoid it without revoking.

15. Every Perſon ought to ſee that he has 13 Cards dealt him; therefore, if any one ſhould happen to have only 12 Cards, and does not find it out till ſeveral Tricks are played, and that the reſt of the Players have their right Numbers, the Deal ſtands good; and alſo the Perſon who plays with 12 Cards, is to be puniſhed with each Revoke in caſe he has made any; but if any of the reſt of the Players ſhould happen to have 14 Cards, in that Caſe the Deal is void.

16. If any Perſon throws his Cards upon the Table, with their Faces upwards, upon Suppoſition that he has loſt the Game, if his Partner does not give up the Game, the Adverſaries have it in their power to call any of thoſe Cards, when they think proper, provided they do not make the Party revoke.

17. *A*

17. *A* and *B* are Partners againſt *C* and *D*. *A* leads a Club, his Partner *B* plays before the Adverſary *C*; in this Caſe *D* has a right to play before his Partner *C*, becauſe *B* played out of his Turn.

18. If any Perſon is ſure of winning every Trick in his Hand, he may ſhew his Cards upon the Table, but ſhould it ſo happen that he has any loſing Card in his Hand, he is then liable to have all his Cards called.

19. No Perſon ought to aſk his Partner whether he had played an Honour, while the Cards are playing.

20. *A* and *B* are Partners againſt *C* and *D*. *A* leads a Club, *C* plays a Spade, *B* plays the King of Clubs, and *D* plays a Club, *C* diſcovers he has revoked before the Trick is turn'd.

Query, What is the Penalty?

B may take up his Card again, and ſo may *D*, and either *A* or *B* have it in their Option to oblige *C* to play the higheſt or loweſt Card of the Suit led.

21. If any Perſon calls at the Point of 8, and his Partner anſwers, and both the oppoſite Parties have thrown up their Cards, and it appears that the other Side had not two by Honours, in this Caſe, they may conſult with one another about it, and are at Liberty to ſtand the Deal or not.

22. And if any body anſwers, when he has not an Honour, the adverſe Party may conſult with one another about it, and are at liberty to ſtand the Deal or not.

23. No Perſon may take new Cards in the Middle of a Game, without the Conſent of all Parties.

24. The Dealer ought to leave to view upon the Tables his trump Card, till it is his Turn to play, and

and after he has mixed it with his other Cards, nobody is intituled to demand what Card is turned up, but may aſk what is Trumps; this Conſequence attends ſuch a Law, that the Dealer cannot name a wrong Card, which he otherwiſe might have done.

End of the GAME *of* WHIST.

A N

Artificial Memory.

OR, AN

EASY METHOD

OF

Aſſiſting the MEMORY of thoſe that play at the Game of WHIST.

To which are added,

Several Caſes not hitherto Puliſhed.

By EDMUND HOYLE, *Gent.*

DUBLIN:

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M,DCC,LXII.

A N

Artificial Memory.

O R,

An eaſy Method of aſſiſting the MEMORY of thoſe that play at the Game of WHIST.

CHAP XV.

I.

PLACE of every Suit in your Hand, the Worſt of it to the Left hand, and the Beſt (in order) to the Right, and the Trumps in the like Order, always to the left of all the other Suits.

II.

If in the Courſe of Play you find you have the beſt Card remaining of any Suit, put the ſame to the left of your Trumps.

III.

And if you find you have the ſecond beſt Card of any Suit to remember, place it on the right of your Trumps.

IV.

And if you have the third beſt Card of any Suit to remember, place a ſmall Card of that Suit between the Trumps and that third beſt, to the right of the Trumps.

V.

To remember your Partner's firſt Lead, place a ſmall Card of that Suit led, in the midſt of your Trumps, and if you have but one Trump, on the left of it.

VI.

When you deal, put the Trump turned up, to the right of all your Trumps, and part with it as late as you can, that your Partner may know you have that Trump left, and ſo play accordingly.

To find where, or in what Suits your Adverſaries revoke.

VII.

Suppoſe the two Suits on your right Hand to repreſent your Adverſaries in the Order they ſit, as to your right and left Hand:

When

When you ſuſpect either of them to have made a Revoke in any Suit, clap a ſmall Card of that Suit amongſt the Cards repreſenting that Adverſary, by which means you record not only that there may have been a Revoke, but alſo which of them made it, and in what Suit.

If the Suit that repreſents the Adverſary that made the Revoke, happens to be the ſuit he revoked in, change that Suit for another, and, as above, put a ſmall Card of the Suit revoked in, in the middle of that exchanged Suit, and if you have not a Card of that Suit, reverſe a Card of any Suit you have (except Diamonds) and place it there.

VIII.

As you have a way to remember your Partner's firſt Lead, you may alſo record in what Suit either of your Adverſaries made their firſt Lead, by putting the Suit in which they made that Lead, in the Place which in your Hand repreſents that Adverſary, as either of your right or left Hand; and if other Suits were already placed to repreſent them, then exchange them for the Suits in which each of them makes his firſt Lead.

The foregoing Method is to be taken when you find it more neceſſary to record the Adverſary's firſt Lead, than to endeavour to find out a Revoke.

Additional Caſes.

I.

When it appears to you that the Adverſaries have three or four Trumps remaining, and that neither you nor your Partner have any, never attempt to force one Hand to trump, and to let the other throw away a loſing Card, but rather endeavour to find out a Suit in your Partner's Hand, in caſe you have no Suit in your own, by which means you prevent them from making their Trumps ſeparate.

II.

Suppoſe *A* and *B* are Partners againſt *C* and *D*, and ſuppoſe nine Cards are played out, and alſo ſuppoſe eight Trumps are played out; and further ſuppoſe *A* to have one Trump only, and ſuppoſe his Partner *B* to have the Ace and Queen of Trumps, and ſuppoſe the Adverſaries *C* and *D* to have the King and Knave of Trumps between them, *A* leads his ſmall Trump, *C* plays the Knave of Trumps; *Query*, whether *B* is to play his Ace or Queen of Trumps upon the Knave? *Anſwer*, *B* is to play his Ace upon the Knave, becauſe *D* having four Cards in his Hand remaining, and *C* has only three, conſequently it is four to three in *B*'s favour that the King is in *D*'s Hand; if we reduce the Number of four Cards in a Hand to three, the Odds then is three

to

to two; and if we reduce the Number of three Cards in a Hand to two, the Odds then is two to one in favour of *B*'s winning of a Trick by putting on his Ace of Trumps; by the like Rule you may play all the other Suits.

III.

Let us ſuppoſe you have the thirteenth Trump, and alſo the thirteenth Card of any Suit in your Hand, and one loſing Card, and let us ſuppoſe you have only three Cards remaining; *Query*, Which of theſe Cards are you to play? *Anſwer*, You are to play the loſing Card, becauſe if you play the thirteenth Card firſt, the Adverſaries knowing you to have one Trump remaining, will not paſs your loſing Card, and therefore you play two to one againſt yourſelf.

IV.

Let us ſuppoſe that you have the Ace, King and three ſmall Cards in any Suit which has never been played, and let us ſuppoſe that it appears to you that your Partner has the laſt Trump remaining; *Query*, How are you to play theſe Cards to your greateſt Advantage? *Anſwer*, You are to lead a ſmall Card in that Suit becauſe it is an equal Wager that your Partner has a better Card in that Suit than the laſt Player; if ſo, and that there is only three Cards in that Suit in any one Hand, it follows that you win five Tricks in that Suit; whereas, if you play the Ace and King of

that

that Suit, it is two to one that your Partner does not hold the Queen, and conſequently, by playing the Ace and King it is two to one that you win only two Tricks in that Suit. This Method may be taken in caſe all the Trumps are played out, provided you have good Cards in other Suits to bring in this Suit, and you may obſerve that you reduce the odds of two to one againſt you, to an equal Chance by this Method of Play, and probably gain three Tricks by it.

V.

If you chooſe to have Trumps played by the Adverſaries, and that your Partner has led a Suit to you, of which you have the Ace, Knave, Ten, Nine and Eight, or the King, Knave, Ten, Nine and Eight, you are to play the Eight of either Suit, which probably leads the Adverſary if he wins that Card, to play Trumps.

VI.

Suppoſe you ſhould have a Quart-major in any Suit, with one or two more of the ſame Suit, and that it is neceſſary to let your Partner know that you have the Command of that Suit, in that Caſe, throw away the Ace of that Suit, upon any Suit of which you have none in your Hand to clear up his Doubts, becauſe the Odds is in your Favour that neither of the Adverſaries have more than three of that Suit; the like Method may be taken if you have a Quart to a King, (the

Ace

Ace being played out) you may throw away the King, alſo if you ſhould have a Quart to a Queen, (the Ace and King being played out) you may throw away your Queen, all which lets your Partner into the State of your Game, and you may play by the like Rule in all inferior Sequences, having the beſt of them in your Hand.

VII.

There is ſcarcely any thing more commonly practiſed amongſt moderate Players, in caſe the King is turned up on their left Hand, and that they have the Queen and one ſmall Trump only, to play out their Queen, in hopes their Partner may win the King if it is put on; not conſidering that it is about two to one that their Partner has not the Ace, and admitting he has the Ace, they do not conſider that they play two Honours againſt one, and conſequently weaken their Game, the neceſſity only of playing Trumps ſhould oblige them to play thus.

A Caſe which frequently happens.

VIII.

A and *B* are Partners againſt *C* and *D*, all the Trumps are played out except one which *C* or *D* has. *A* has three or four winning Cards in his Hand of a Suit already played, with an Ace and one ſmall Card of another Suit. *Query*, Whether it is *A*'s beſt Play to throw away one of his winning

winning Cards, or the ſmall Card to his Ace-ſuit? *Anſwer*, it is his beſt Play to throw away one of his winning Cards, becauſe if his right-hand Adverſary plays to his Ace-ſuit, he has it in his Power to paſs it, and conſequently his Partner *B* has an equal Chance to have a better Card in that Suit than the third Hand; if ſo, and that he has any forcing Card, or one of his Partner's Suit to play to him, in order to force out the laſt Trump, his Ace remaining in his Hand, brings in his winning Cards; whereas, if *A* had thrown away the ſmall Card to his Ace-ſuit and that his right-hand Adverſary had led that Suit he had been obliged to put on his Ace, and conſequently had loſt ſome Tricks by this Method of Play.

IX.

Suppoſe ten Cards had been played out, and ſuppoſe it appears very probable, that your left-hand Adverſary has three Trumps remaining, *viz.* the beſt and two ſmall ones; and ſuppoſe you have two Trumps only, and that your Partner has no Trump, and ſuppoſe your right-hand Adverſary plays a Thirteenth or ſome other winning Card; in that Caſe paſs it, by which Means you gain a Trick.

X.

In order to let your Partner into the State of your Game, let us ſuppoſe you to have a Quart-Major in Trumps (or any other four beſt Trumps) if you are obliged to trump a Card, win it with the

the Ace of Trumps, and then play the Knave, or win it with the higheſt of any other four beſt Trumps, and then play the loweſt, which clears up your Game to your Partner, and by ſuch a Diſcovery it may be the Means of winning many Tricks; you may practiſe the like Rule in all the other Suits.

XI.

If your Partner calls at the point of Eight, before his time, you are to trump to him, whether you are ſtrong in Trumps or Suits, or not, becauſe as he Calls before he is obliged to do ſo, it is a Declaration of his being ſtrong in Trumps.

XII.

Suppoſe your right-hand Adverſary turns up the Queen of Clubs, and ſuppoſe when he has the Lead, he plays the Knave of Clubs, and ſuppoſe you have the Ace, Ten, and one Club more, or the King, Ten, and one ſmall Club. *Query*, When he leads his Knave whether you are to win it, or not? *Anſwer*, You are not to win it, becauſe it is an equal Wager, when he leads his Knave of Clubs, you not having the King, that your Partner has it; alſo, it is an equal Wager when he leads his Knave of Clubs you not having the Ace, that your Partner has it, and conſequently you gain a Trick by paſſing it; which cannot be done if you either put on your King or Ace of Clubs.

A Caſe

A Caſe for a Slam.

XIII.

Let us Suppoſe *A* and *B* Partners againſt *C* and *D*, and let us ſuppoſe *C* to Deal, and let us ſuppoſe *A* to have the King, Knave, Nine, and Seven of Clubs, they being Trumps, a Quart-major in Diamonds, a Terce-major in Hearts, and the Ace and King of Spades.

Let us ſuppoſe *B* to have nine Diamonds, two Spades, and two Hearts.

Alſo let us ſuppoſe *D* to have the Ace, Queen, Ten, and eight of Trumps, with nine Spades.

And let *C* have five Trumps and Eigh t Hearts.

A is to lead a Trump, which *D* is to win, and *D* is to play a Spade which his Partner *C* is to Trump: *C* is to lead a Trump, which his Partner *D* is to win, then *D* is to lead a Spade, which *C* is to trump, and *C* is to play a Trump, which *D* is to win, and *D* having the beſt Trump is to play it; which done, *D* having ſeven Spades in his Hand wins them, and conſequently Slams *A* and *B*.

F I N I S.